Vehicles D6 / U.N. Forces Cheyenne Destroid



MACROSS

Source: Macross Zero OVA

Destroid Cheyenne

Craft: U.N. Forces ADR-03-Mk III Destroid Cheyenne
Type: Non-transformable ADR (air defense robot) anti-air interception robot.
Scale: Walker.
Dimensions:
-Height: 11.58m
Skill: Mecha Operations (Destroid Cheyenne); OR Walker Operations (Destroid Cheyenne)
Crew: 1 (pilot/gunner)
Crew Skill: Mecha Piloting 2D, Mecha Gunnery 4D, Mecha Combat 3D (OR Walker Operations 2D, Vehicle Blasters 4D, Missle Weapons 4D, Heavy Weapons 4D)
Passengers: N/A
Cargo Capacity: 10 kilograms or less.
Cover: Full
Cost: N/A
Speed:
-Running: 120.7 kmph
-Wheels: 241.4 kmph
-Flying (Space): 2
-Flying (Atmosphere): 225; 650 kmph
Body Strength: 5D
-Strength: 3D
Sensors:
  Radar: 50 (5km)/3D

Weapons:
  2 Large 6-Barreled Anti-Air Gatling Guns
    Location: Lower arms (guns), right rear shoulder (drum magazine)
    Fire Arc: "turret"
    Crew: 1 (pilot)
    Skill: Mecha Gunnery (OR Heavy Weapons)
    Scale: Walker
    Fire Control: 2D
    Space Range: 1-3/10/20
    Range: 50-300/1/2 km
    Damage: 6D; OR Autofire bonus damage dice
    Ammo: 10,000 round drum magazine (rear right shoulder)

Rate of Fire: Short burst per attack (1Dx10 ammo depletion); OR autofire rules (Ammo depletion normal except +1D and x10. See D6 Firearms on site for Autofire rules).

2 6-Tube Rocket Launchers
Location: Shoulders
Fire Arc: Forward
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons)
Scale: Walker
Fire Control: 2D
Space Range: 1/3/8, 8 per round.
Atmosphere Range: 50-100/300/800 km, 800 km per round.
Damage: 8D per rocket
Ammo: 1 rocket per tube (12 total)
Rate of Fire: 1 per attack; OR volleys up to max load!
Special: Can either be mounted on shoulders, OR replace the main gatling guns for x10 the payload.

Anti-Personnel Machine Gun
Location: Body
Fire Arc: Turret
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons)
Scale: Speeder
Fire Control: 1D
Space Range: 1/2/3
Atmosphere Range: 10-100/200/300 m
Damage: 5D
Ammo: 1,000 round magazine
Rate of Fire: Short burst per attack (1Dx10 ammo depletion); OR Autofire (Normal ammo depletion except +1D and x10. Autofire rules can be found in the D6 Firearms article on the site)

2 Grappling Hands (similar to the VF-0 Pheonix)
Location: Arms
Fire Arc: Close Combat
Crew: 1 (pilot)
Skill: Mecha Combat
Scale: Walker
Fire Control: 0D
Range: Close Combat
Damage: Str+1D
Ammo: N/A
Rate of Fire: 1 hit per attack

EQUIPMENT:
-4 Retractable Wheels: Mounted on ankles and reverse knees for highspeed maneuvering, only useable on semi-flat surfaces such as aircraft carrier decks and roads.
-1 Rear-mounted thruster for jumps or zero-g maneuvering. Can only "jump" or hover in atmosphere, but can fly slowly in space, usually used only when knocked away or off of their position so they can get back there. Recessed head unit capable of lifting for rotation/inclination
-Radar Dome (mounted on right shoulder section): Sensors 3D for detecting moving

objects. Space range 50, atmosphere range 5km.
-Cupola with hatch and heat sink in rear main body.

Description:

The Destroid Cheyenne is an anti-air interception robot designed for use as both fixed and mobile defense aboard carriers. With wheels built for added mobility and high capacity ammunition drum, the Cheyenne was both a respectable offensive unit and a tenacious defensive system. The Cheyenne was also produced in a anti-air missile variant with two missile launching pods similar to the SDR-04-Mk XII Destroid Phalanx (replacing the gatling gun arm units). The Destroid Cheyenne was highly reliable and cheap to mass-produce with existing technology. During UN Spacy operations around the island of Mayan in September 2008, the Destroid Cheyenne was deployed aboard the aircraft carrier CVN-99 Asuka II.

Later, during the events of Super Dimensional Fortress Macross (or Robotech if you prefer), the destroids used were more specialized, with the Phalanx possessing firepower in an abundance of missiles, and the Defender having anti-aircraft guns. Later, in Macross Frontier, the Cheyenne returns as the main ADR battle robot.

In Robotech, the Cheyenne destroid makes a good precursor to the other variant destroids used in the series.

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